R.R.P £4.99

MULTIMIXX 1

ACCESS SOFTWARE INCORPORATED

3 GAME PACK

Par 3 – A classic celebration of the greatest series of golf simulations ever produced, featuring – Leaderboard, Leaderboard Tournament & World Class Leaderboard. Par 3 offers no fewer than twelve courses to test even the most avid golfer to the limit!

"The best golf simulators of all time and all three of 'em for this price!" SINCLAIR USER

"The ultimate golf compilation!" CRASH 93%

CBM 64/128   CBM 64/128
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LEADERBOARD TOURNAMENT © 1987 U.S. Gold Ltd.
WORLD CLASS LEADERBOARD © 1987 Access Software, Inc.
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MULTIMIXX 1
LEADER-BOARD™
WORLD CLASS LEADER BOARD™
LEADER BOARD™ TOURNAMENT

3 GAME PACK

Kixx

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LOADING INSTRUCTIONS

CBM 64/128 Cassette
Decide the game you wish to play and insert appropriate side. Press **SHIFT** and **RUN/STOP** keys simultaneously and press **PLAY** on your cassette recorder. YOU MUST LEAVE THE PLAY, FAST FORWARD OR REWIND BUTTON DOWN WHILE PLAYING (the fast forward key is recommended).

To proceed to Leader Board Tournament whilst playing Leader Board press the **SHIFT** and **RETURN** keys. Leader Board Tournament will then load automatically.

CBM 64/128 Cassette

World Class Leader Board Courses	A	
	B	
	D	

World Class Leader Board – To change between courses you must power off your computer and repeat loading procedure as outlined in section headed 'LOADING INSTRUCTIONS'

INTRODUCTION
Par 3 – A classic celebration of the greatest series of golf simulations ever produced, featuring LEADER BOARD, LEADER BOARD TOURNAMENT and WORLD CLASS LEADERBOARD

Par 3 offers no fewer than twelve courses to test even the most avid golfer to the limit!

OBJECT OF THE GAME
To sink the ball into each hole by hitting the ball with a club the least number of times possible. Avoid hazards which add extra 'strokes' (hits with the club) to your score. Low score wins

THE BASICS (features which are common to all versions of 'Leader Board').

HOW TO PLAY|SECTION

SETTING UP THE GAME

SELECT NUMBER OF PLAYERS

LEADERBOARD can accommodate up to four players, press 1, 2, 3 or 4.

ENTER PLAYER NAMES AND ABILITY LEVELS
Type in the name for the 1st player (up to 8 characters) and press **ENTER**.

Now select the ability level for the 1st player. Each player can compete under conditions

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that match his or her level of ability and experience. Press (N) for NOVICE, (A) for AMATEUR, or (P) for PROFESSIONAL.

SELECT NUMBER OF HOLES
LEADERBOARD allows you to play from 18 – 72 holes with computerised scoring. To select the number of holes:

	CBM 64/1B
18 holes	F1
36 holes	F3
54 holes	F5
72 holes	F7

SELECT COURSES
There are four different courses in each game. Each varies in difficulty. If you have selected more than 18 holes, you can play the courses in any order. For example, if selected 72 holes and wish to play all courses enter 1 2 3 4 or 4 1 2 3 etc. To play the same course four times, enter 1 1 1 1 or 2 2 2 2 etc.

PLAYING THE GAME
SELECT A CLUB
Club selection is made by moving the joystick up or down. The following table lists the range of each golf club.

CLUB	SHORTEST	LONGEST
1W 1 Wood	156	271
3W 3 Wood	135	245
5W 5 Wood	128	234
1I 1 Iron	110	220
2I 2 Iron	100	210
3I 3 Iron	88	202
4I 4 Iron	70	189
5I 5 Iron	67	181
6I 6 Iron	55	169
7I 7 Iron	50	153
8I 8 Iron	36	138
9I 9 Iron	26	117
PW Pitching Wedge	11	83
Putter*	1*	64*

* The computer automatically selects the putter for you when you are playing on the green (within 64 feet of the hole). This is the only club you can use on the green.

AIM YOUR SHOT
Use the cursor to aim the direction of the flight of the ball. The cursor is located several yards in front of the golfer. To control the cursor, move the joystick right or left. If you are playing on the professional level, be sure to check for wind effect.

WIND
(Professional Level Only). Wind can have a substantial effect on your golf shot. To control its effect, you need to learn to read the wind indicator on the right side of the screen.

SWING THE CLUB AND HIT THE BALL

Step 1 Start the swing by holding down the button.

Step 2 Set the power by releasing the button during the backswing. Power is at maximum only at the top of the backswing. Releasing the button at the top will set maximum power. Releasing the button just before or just after the top will reduce the power slightly. Releasing the button well before or after the top will reduce the power.

The amount of power available during backswing is shown on the upper left portion of the power/snap indicator. When the button is released, the setting you have chosen will be locked on the indicator

THE POWER SNAP INDICATOR
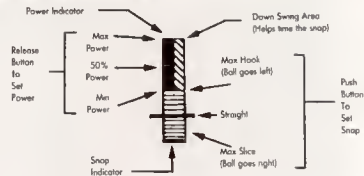
Step 3 Set the snap by pressing the button at or near contact with the ball. Snapping just as the club hits the ball (or at the Tee Bar on the snap indicator) will produce a straight hit. Snapping too soon will cause the ball to "hook" (go left). Snapping too late will cause the ball to "slice" (go right). When the button is pressed, the point of the snap will be locked on the indicator.

The swing sequence then is **Start – Power – Snap** or **Button – Release – Button**.

PUTTING

Once you get within 64 feet of the hole the computer will automatically place you on the green and remove your ball by the flag (the pole with the flag). You cannot change clubs at this point since the putter is the only club you can use on the green.

To putt the ball, you need to do only two things: aim your shot and set the power.

## SLOPE INDICATOR
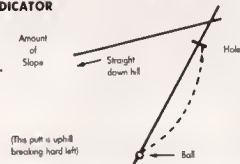
POWER INDICATOR
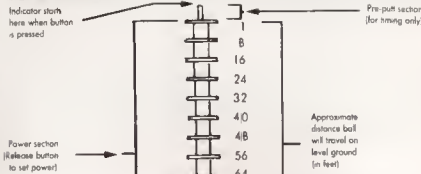
READING THE SCORE

The scoring indicator is displayed on the right of the screen. The indicator shows which player is hitting, which players are in the hole, how many strokes each has taken this hole, and how each player's total score compares to par for the course. Par represents the number of strokes a good player should have used by the time he or she got to this hole. If your score is '–5' for example, that means that you are 5 strokes under par or 5 strokes less than the good player (which is good). An 'E' means you are even par or just equal to the good player. A '+5' means you're 5 strokes over par. The par comparisons do not reflect the scores for the current hole.

SCORING INDICATOR

Name of player now hitting

JACK
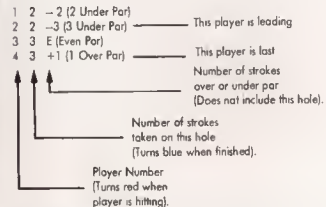
RULES FOR SCORING

(1) You receive 1 point (stroke) each time you hit the ball, regardless of the distance it travels, from the time you tee off until you sink the ball in the hole.

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(2) You receive a distance penalty if you hit a ball out of bounds, into a water hazard, or into the mud.

(3) Low score wins.

METHODS OF PLAY

1 PLAYER

In this game you play alone, either against par or your own best score. You do NOT play against the computer.

2 OR MORE PLAYERS

(1) After each player has teed off on Hole 1, the player who is farthest away from the hole shoots first, the player who is next farthest away shoots second, etc. If, after your shot, you are still away (farthest from the hole), it is still your turn. You continue until you are no longer away.

(2) When a player has hit his ball and his turn is over, his ball will not appear on screen again until it is his turn.

(3) Decide the order in which players tee off when names are typed in at the beginning of the game. This order will determine which score readout is yours throughout the game. If you tee off second on Hole 1, the second readout will always indicate your score.

(4) After a hole has been played, the player with the lowest score on that hole tees off first on the next hole. This is called "having the honour". Since the score is kept on each hole, you will be able to determine from it who has the honour. The computer also keeps track and automatically changes the colour of the score readout for the player who has the honour.

METHODS OF SCORING

1 PLAYER AGAINST PAR

Compete against your best score and the golf course by trying to come in under par. Depending on the course, a very skilled player can score 10 – 20 strokes under par on eighteen holes.

2 OR MORE PLAYERS (Tournament version only)

MEDAL PLAY (Singles or Partners). Winner is determined by total of all strokes (points) for entire game. Low score wins.

MATCH PLAY (Singles or Partners). Each individual hole is awarded to the player or team with the lowest score on that hole. At game's end the player or team with the most holes won takes the game.

BEST BALL (Partners only). Method of scoring for either Medal or Match Play. Best score by either partner on a team is used as the team's score.

NOTE: If you decide on Match Play or Best Ball game, you will need to keep track of your scores on a separate sheet of paper. The computer does not keep score in this manner.

ADDITIONAL FEATURES – WORLD CLASS LEADER BOARD

SELECT TYPE OF SHOT

Two different types of shot can be used. The normal shot which is selected automatically or the punch shot which is selected by pressing **P**. By pressing **P** a second time will select a normal shot. A **P** will appear to the left of the club number whenever the punch is

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selected.

HOLE LAYOUT (TOP VIEW) – You may obtain a "bird's eye view" of the current hole being played by pressing **T**. To return to the game play, press **T**.

SHOTS FROM SANDTRAPS AND ROUGH – Any shot taken from the rough will be dampened considerably. In order to get a good shot out of a sandtrap, you must hit the shot within two bars of dead centre (straight shot) on the Power Snap Indicator. Woods are not a good choice in the sand.

PUNCH SHOT – A "punch shot" is a low flying shot that will go under the trees. This shot can also be used to pitch and run onto the green. To use the "punch shot", press **P** before hitting your ball. The letter **P** will appear to the left of the club number. It will automatically cancel itself after the shot

ADDITIONAL FEATURES (CBM 64/128 VERSION ONLY)

The level of putting is initially set to professional. To putt at amateur level, enter driving range by pressing /, the enter putting green by pressing **g**, to exit press /

DRIVING RANGE – To get to the Driving Range press **R** when the SELECT PLAYER screen appears. Exit by pressing /

ABORT FEATURE – You can return to the SELECT PLAYER screen from almost any point in the game by pressing /. This will cancel the game in progress.